

AGB-AQPE-USA

GAME BOY ADVANCE



Instruction Booklet

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

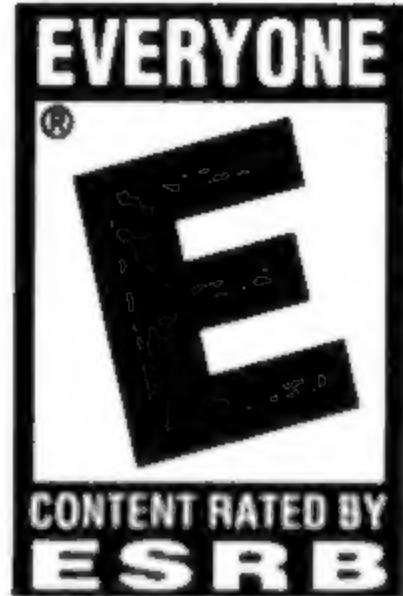


WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Disney Princess into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



Control Summary



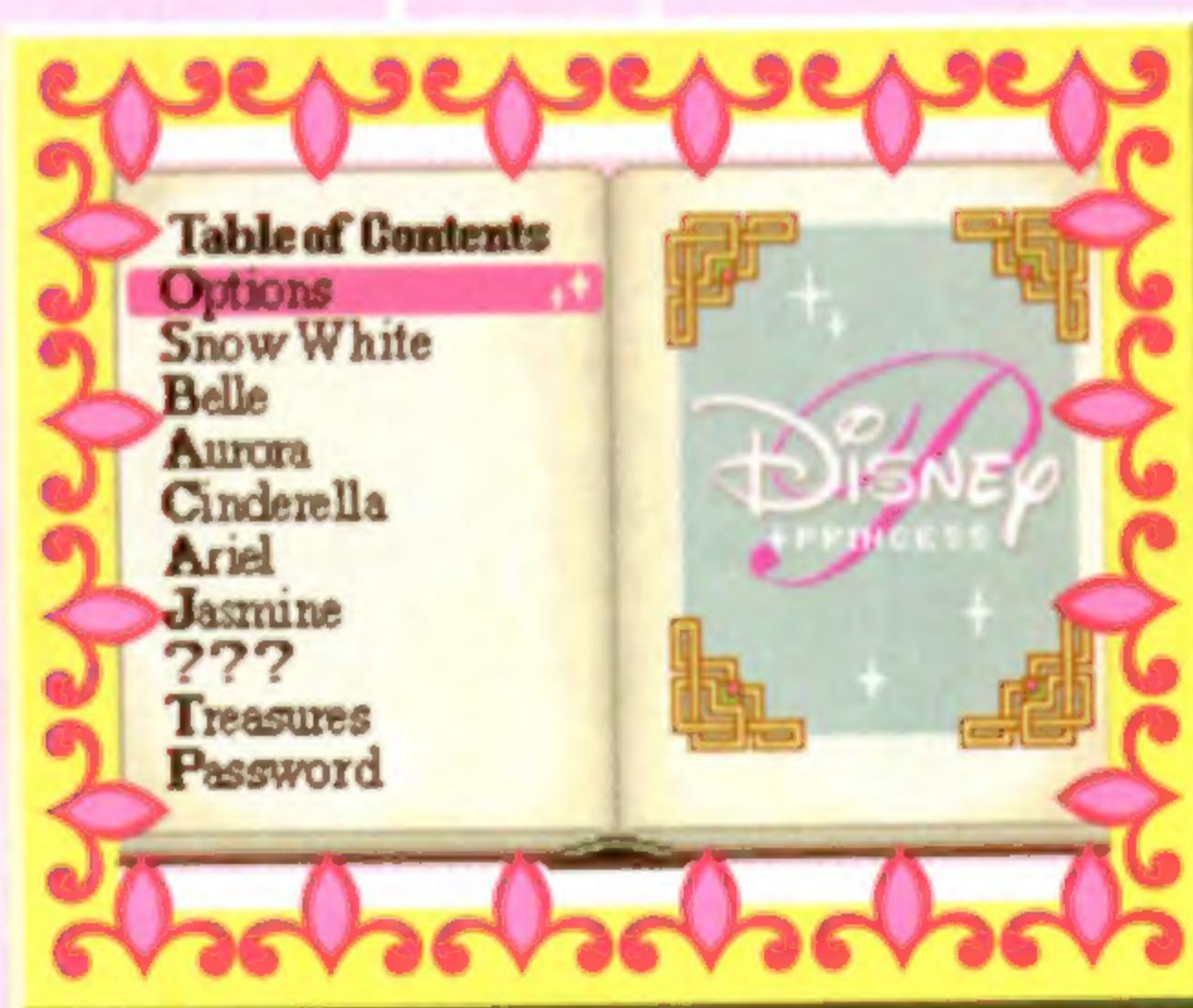
Menu / Interface Controls

BUTTON	EFFECTS
START	Game Start
SELECT	Not used
Control Pad UP or DOWN	Moves cursor Up or Down
Control Pad LEFT or RIGHT	Moves cursor Left or Right
A Button	Choose
B Button	Cancel/Back

Game Controls

BUTTON	EFFECTS
START	Pause
A Button	See game modes
B Button	See game modes
Control Pad UP	Enter a path
Control Pad LEFT or RIGHT	Move left / right
Control Pad Down	Duck

Main Menu



Once the game has powered up, you will see the magical Disney Princess book. Press START to open the book and begin your adventure. In Disney Princess, you get to play as either Snow White, Belle, Cinderella, Ariel, Jasmine or Aurora in six exciting adventures. Use the Control Pad to select from one of the following choices: Options; Snow White; Belle; Aurora; Cinderella; Ariel; Jasmine; ???; Treasures; Password.

- The Control Pad highlights
- The A Button selects

Gameplay Screen



Health Meter

Some Princesses
collect things –
they will appear
here

Coin Count –
there are 100
coins per chapter

Game Modes

Options

With the Options menu, you can select to change the volume for the Music and Sound Effects. You can also choose your Difficulty level and see the Credits for the names of the people who created this magical adventure.



Game Modes



Snow White

Chapter 1: The Dark Woods

Oh, dear! Three of the Seven Dwarfs have been turned into stone statues by the evil Queen. They will stay that way unless jewels with magical powers are found.

Search the Dark Woods for the jewels that help out Snow White's friends.

A Button = Jump

B Button = Sing



Game Modes



Helpful Hints

Watch for little squirrels along your path. These creatures will provide you with helpful tips along the way.

Creatures

When you walk along the path in the Dark Woods, you will come along spiders and menacing trees that will scare Snow White. The spiders will move up and down along their webs, so wait for them to retreat before you move past them.

To deal with the menacing trees, press the B Button to sing. Snow White's voice will lull the trees to sleep and allow her to pass.



If you see sparkling lights in the forest, press UP on the Control Pad. The lights will lead you to new paths.



Game Modes

Treasure Chests

As you move around the Dark Woods, you will find several treasure chests along the path. Approach these treasure chests and press the A Button to open them. Some treasure chests contain gold coins, and some contain the jewels you need to free the Dwarfs from the stone statues.



Chapter 2: The Dwarfs' Mine

Now that Snow White has freed three of the Seven Dwarfs, you are ready to move on to Chapter 2. The evil Queen has transformed three more Dwarfs into statues. It is up to Snow White to free them!



Game Modes

Creatures

The Dwarfs' mine is filled with bats and spiders. As you walk along the path in the mine, watch out for these two menaces. To avoid the attack of the bats, press DOWN on the Control Pad to make Snow White duck. The spiders will move up and down along their webs, so wait for them to retreat up before you move past them. Singing causes the bats and spiders to retreat.



Cave Ins

The Dwarfs' Mine is filled with many paths. Several of the paths are blocked by boulders. Pressing the B Button to sing will summon a Dwarf to come and clear a path. Be sure to have axes for the Dwarfs to use. If you run out, others are hidden in the mine.



Game Modes

Chapter 3: The Evil Queen

Six of the Seven Dwarfs have been freed from the clutches of the evil Queen. Only one Dwarf remains imprisoned in the stone statue. It's up to Snow White and the Dwarfs to defeat her. The Queen will throw poisonous apples up into the air that you need to dodge. From time to time, she will need to search her bag for additional poison apples. When you hear the evil Queen laugh, this is your opportunity to attack. Press the B Button and one of the Dwarfs will run forward to throw a gem at the Queen. Hit her three times to defeat her.



Belle

Chapter 1: The Walk in the Woods

One night, Chip visited Belle to ask her for help. Someone has taken the enchanted rose from the castle. Chip is also worried because Mrs. Potts, Lumiere, and all the other inhabitants of the castle have disappeared. It's up to Belle to find the rose that is hidden in the woods and gain entry into the castle to find everyone.

A Button = Jump

B Button = Throw snowballs and open doors



Game Modes

Creatures

As Belle walks along the path in the woods, two enemies will block her way. LaFew, Gaston's friend, is disguised along the path as a snowman. He'll hop out of his disguise and throw snowballs at Belle. Dodge his attack and throw a snowball back at him. If you hit him, he will become dazed and you can pass him without incident.

Belle will also run into hungry wolves that will attack her. Deal with the wolves with snowballs as well. If you hit the wolves with snowballs, they will become dazed, just like LaFew, and you can continue down the path. If Belle runs out of snowballs, press DOWN on the Control Pad and hold it, and Belle will kneel down and gather more snowballs.



Game Modes

Helpful Hints

Collect the coins that are scattered throughout the level.
Look for them in treasure chests and up high on top
of the tree branches.



Chapter 2: Hide and Seek in the Castle

With the precious Rose in hand, Belle can enter the castle. Mrs. Potts, Lumiere the Candlestick, and all of the others are missing. They must be somewhere in the castle, but where? It's up to Belle to explore the castle and find her missing friends.



Game Modes

Helpful Hints

There are many rooms and passageways to search within the castle. As Belle passes curtained off areas, press the B Button to open them. Sometimes there will be nothing behind the curtain. Sometimes there will be one of Belle's missing friends. Sometimes there will be another path for Belle to walk down. When you find a path, press UP on the Control Pad to walk into the next room. You can press START to pause the game and see which of Belle's friends have been found.



Game Modes

Chapter 3: Gaston

It was Gaston who took the rose and captured all of Belle's friends. You will have to battle Gaston in the library to defeat this final stage. Belle starts out on the second story of a large bookcase. Gaston is chasing Belle's friends back and forth across the screen. Press the A Button to drop a book down at Gaston. If you can hit him twice, Belle's friend will get away. If you can rescue all four of Belle's friends: Cogsworth, Lumiere, Mrs. Potts, and Chip, you will defeat Gaston.



Aurora

Chapter 1: The Captured Fairies

Oh no! Maleficent, a witch living deep in the dark woods, has used her magic to turn three Fairies into butterflies. Without their magic wands, the three Fairies cannot change back into their normal form. Head out into the woods to find the missing wands and to restore the three Fairies back to normal. Once you find the Fairies' wands, approach a butterfly and press the A Button. If you have found the wand for that Fairy, she will transform back to her normal self. If nothing happens, you have found the wand for a different Fairy – find the matching Fairy and release her.



A Button = Change Magic

B Button = Select Sleeping Magic



Gone Medieval

Moving Around in the Woods

Use the Control Pad to move along the path in the woods. When you see a path that leads into the screen, press UP on the Control Pad to head down the path.



Game Modes

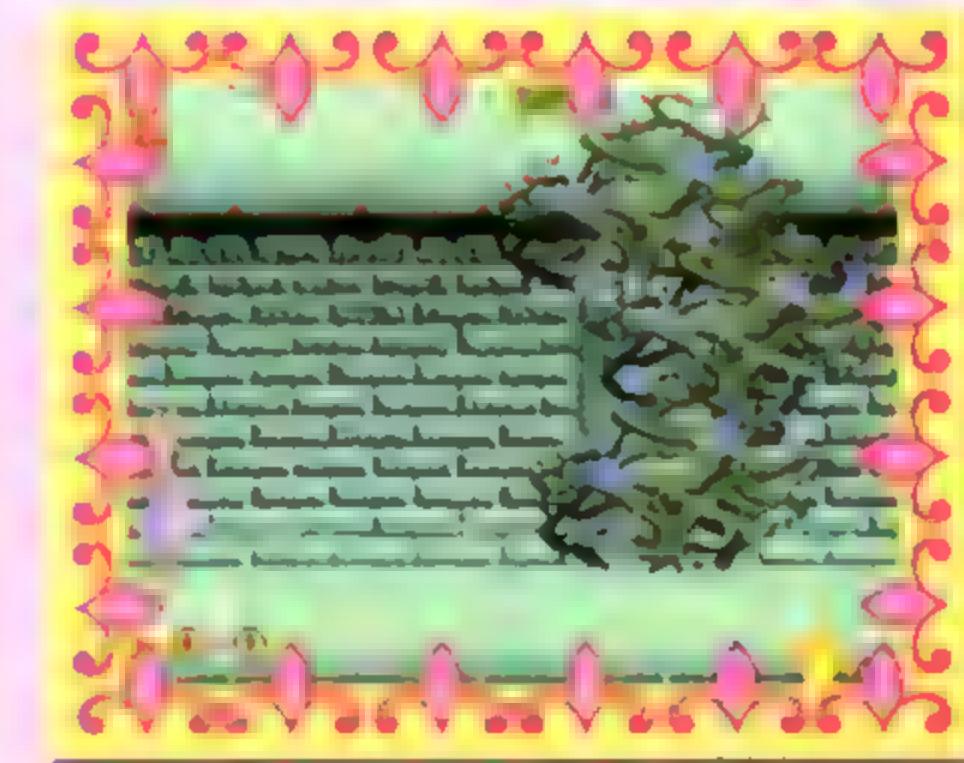
Dealing with the Goblins

Maleficent, the witch who attacked the Fairies' home, has goblins patrolling the woods. To deal with the goblins, you need one of the Fairies' magic wands. Once Aurora has found one of the wands, you can press the B button to cast a sleep spell. When you hit a goblin with the sleep spell, he will fall asleep and Aurora can pass them unharmed.



Chapter 2: The Castle in Thorn Bushes

The power of Maleficent's magic has affected the royal palace as well. Her magic has made the King and Queen fall asleep and the castle has been surrounded with heavy thorn bushes. Hurry, Prince! It's Aurora! Rush to the castle and lift Maleficent's curse.



Game Modes

Getting Around the Castle

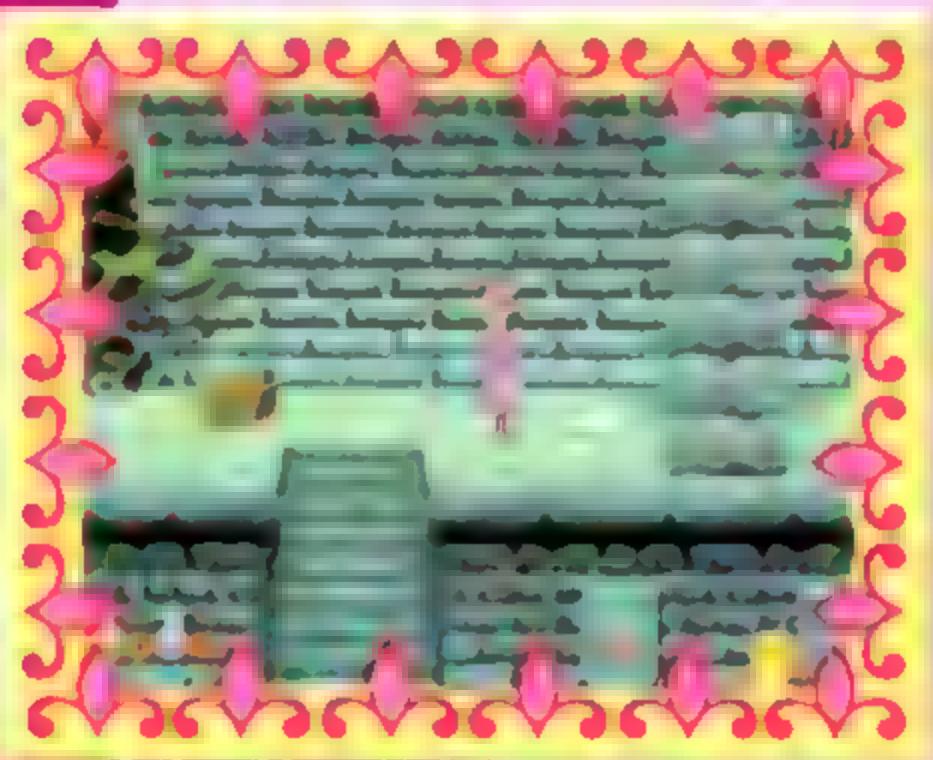
You need to move around the castle and find the room where the King and Queen are asleep. Several of the doorways will be heavily blocked by thorn bushes. To get past them, use the Fairy's magic wand.

Approach the doorways and press the A Button to cast the spell that will remove the bushes. Then press UP on the Control Pad to enter the doorway.



Helpful Hints

Throughout the castle are colored vials. Each vial corresponds with a different fairy. Each fairy can remove the bushes that match her color. Find a blue bush? Get a blue vial and use the blue fairy to clear the bush.



Game Modes

Chapter 3: Maleficent

With the Fairies restored and the King and Queen rescued, it has now come down to the final battle. Maleficent has come forward to challenge Aurora. She will use her magic to rain lightning bolts down upon Aurora. When Maleficent raises her arms to cast a spell, press the B Button to cast a spell. When you hear Maleficent laugh, she will be defenseless and this will be your time to cast a spell. If you hit Maleficent five times with a spell, the chapter will be completed.



Game Modes

Cinderella

Chapter 1: The Wicked Stepmother

It is time for the ball, but the Wicked Stepmother won't let Cinderella attend until the house is clean and her missing diamond ring is found. How mean! In order to complete the level and be able to attend the ball, Cinderella will have to complete all of the tasks Mrs. Tremayne gives her.

Cleaning the Floor

The biggest challenge of this level is getting the floor cleaned up. When you spot a bit of dirt, press the B Button to clean it up. But that pesky cat Lucifer has got mud on his feet, and he keeps messing things up! When Lucifer is near, press the A Button. Cinderella will shoo Lucifer away with the broom. Shooing Lucifer away with the broom will stun him for a short time, but if Mrs. Tremayne catches Cinderella shooing Lucifer with the broom, she will get in trouble.



A Button = Shoo

B Button = Clean



Game Modes

Moving From Room to Room

Cinderella has several rooms to clean. Move Cinderella to the door of the room and press UP on the Control Pad. Keep cleaning the floor and looking for spots that Lucifer has messed up. From time to time, Mrs. Tremayne will ask you to bring her something, like a book, a cup of tea, or a mirror. When you find the item she is looking for, bring it to her.



Game Modes

Chapter 2: The Ball

Cinderella's Fairy Godmother has made everything just right. The dress is perfect, the glass shoes fit just so, and a simple pumpkin has been transformed into a carriage. Everything is perfect - only Cinderella's two Stepsisters stand in your way now. It's time for a dance contest to show who is the most graceful dancer.



The dance pattern appears in the bottom portion of the screen. When the time comes, press either the A or B Button to complete the dance step. Miss a beat, and Cinderella will suffer. Miss too many beats and you will have to start the stage over again.



Ariel

Chapter 1: The Porate Ship

Ariel's friend Sebastian has been captured by Ursula the Sea Witch's eels. Ariel must find four keys to free Scbastian. They're hidden somewhere in the sunken pirate ship. She must be careful. Lurking in the ship are many eels, poisonous puffer fish and a few sharks.

B Button = Use Magic Trident

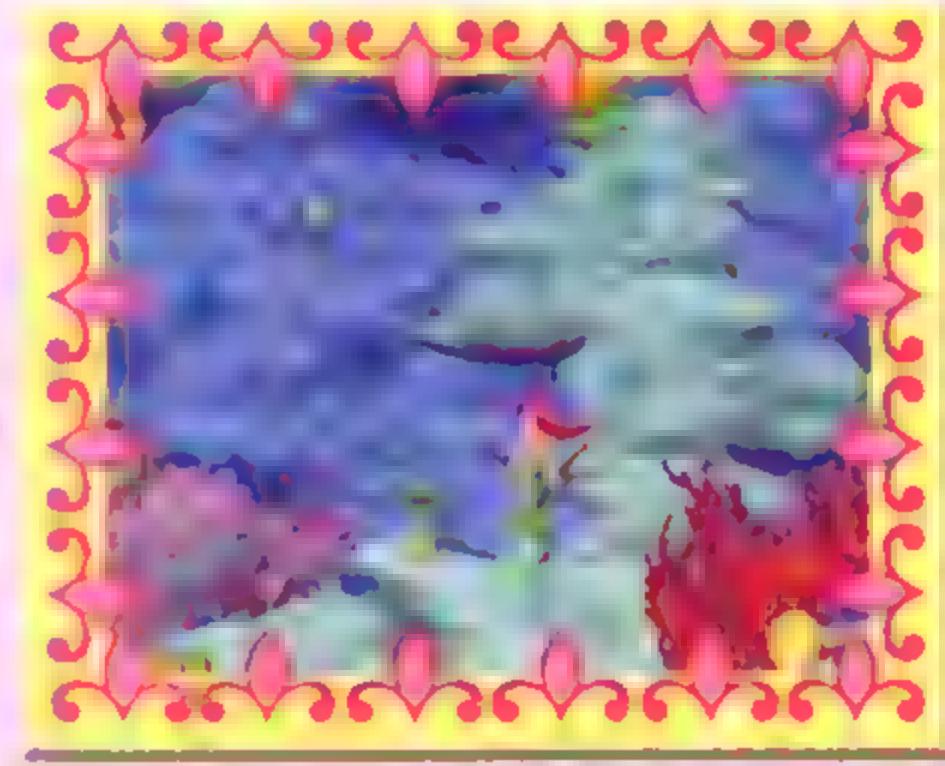
A Button = Open Box and Free Merpeople

Chapter 2: Ursula's Cave

Somewhere in Ursula's cave is King Tritan. She's turned him into a sprig of sea weed! Ariel must come to his rescue. Along the way are many other merpeople Ursula has changed. Help Ariel save these poor unfortunate souls. While rescuing King Tritan and the merpeople, Ariel will run into pesky eels, poisonous puffer fish, and sea urchin enemies. To defeat these enemies, use the Magic Trident.

Helpful Hints

Ariel must swim through the magic teleporters to find her way around the cave and rescue all the merpeople.



Game Walkthrough

Chapter 3: Ursula

A final showdown between Ursula and Ariel. Ursula is very powerful, but can be defeated with a carefully timed spell using the Magic Trident.

B Button = Use Magic Trident



Game Modes

Jasmine

Chapter 1: The Cave of Wonders

Jafar has taken over the kingdom of Agrabah. In order to keep his power, he has placed Jasmine deep within the Cave of Wonders. With the help of Abu and the flying carpet, she has a chance to escape this treacherous cave. Jasmine must find the magic lamp and free the Genie in order to escape the Cave of Wonders. Jasmine needs to pass over the magic switches to make them change color and open the passageways within the cave.



Helpful Hints

Watch out for swinging swords and fire-throwing statues!



Game Modes

Chapter 2: Agrabah

Agrabah is crawling with Jafar's henchmen. Jasmine must use her skills to jump from roof to roof in order to make it to the palace in time to stop Jafar.

B Button = Swing Sword

A Button = Jump

Helpful Hints

Watch out for the rolling barrels!



Chapter 3: Jafar

Jafar has captured the Genie and is using his magical powers to take over Agrabah and get rid of Jasmine once and for all. To defeat Jafar and save Agrabah, Jasmine must dodge Jafar's evil magic and use her sword to defeat him. Will the power of good triumph?



Game Modes

??? - Special Stage

Once you have completed each chapter and have all of your passwords, you can access the Special Stage. Move left and right to catch the jewels. A royal surprise awaits you if you are successful!

Treasures

This section will allow you to view all of the treasures you have collected with each Princess throughout your adventure.

Password

As you complete each stage, you will be given a password. This password will allow you to pick up the action where you left off. Write the password down in the back of this manual so you can complete each level in the game and unlock the Special Stage on the main menu.



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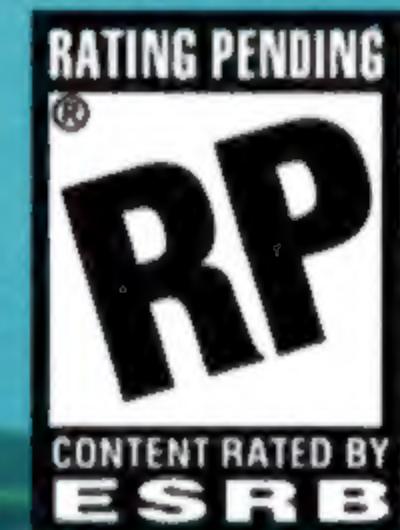
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